Castles & Crusades

PLAYER CHARACTER RECORD

Character _____
Alignment _____ Race _____ Class _____ Level _____

Player's name _____ Family _____ Race/Clan _____
Homeland _____ Liege/Patron _____ Religion _____
Sex _____ Age _____ Social class _____ Status _____
Ht. _____ Wt. _____ Birth rank _____ # Siblings _____
Hair _____ Eyes _____ Appearance _____
Honor _____ (Base honor _____) Distinguishing Marks _____

## ABILITIES

| | | | | |
|---|---|---|---|---|
| | STR | Modifier | Primary ☐ | Challenge Base |
| | DEX | Modifier | Primary ☐ | Challenge Base |
| | CON | Modifier | Primary ☐ | Challenge Base |
| | INT | Modifier | Primary ☐ | Challenge Base |
| | WIS | Modifier | Primary ☐ | Challenge Base |
| | CHR | Modifier | Primary ☐ | Challenge Base |

## SAVING THROWS

| | Modifiers |
|---|---|
| Paralysis & Constriction | |
| Breath Weapon & Traps | |
| Disease, Energy Drain, & Poison | |
| Arcane Magic & Illusion | |
| Confusion, Divine Magic, Gaze, Petrification, Polymorph | |
| Death Attack, Charm,& Fear | |

## MOVEMENT

| | | |
|---|---|---|
| Base rate | | |
| Normal | ( ) | |
| Unburdened | ( ) | |
| Burdened | ( -10 ) | |
| O. Burdened | ( ) | |
| Charge | ( X 2 ) | |
| Jog | ( X 2 ) | |
| Run | ( X 4 ) | |
| Sneak | ( X ½ ) | |

## ARMOR

AC

Adjusted AC
Surprised _____
Grappling _____
Touch _____

Armor type (pieces)
_____
_____
_____

Defenses _____

## HIT POINTS

## Wounds

## WEAPON COMBAT

| Weapon | #AT | Bonus to Hit | Damage | Range | Weight | EV | Notes |
|---|---|---|---|---|---|---|---|
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Special attacks _____
_____
_____

Ammunition: _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

## Special abilities

## Advantages/Proficiencies/Languages

## Gear

| Item | Location | EV | Item | Location | EV | Item | Location | EV |
|---|---|---|---|---|---|---|---|---|
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## Supplies

**Water/Wine**

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☐☐☐☐☐ ☐☐☐☐☐

**Rations**

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☐☐☐☐☐ ☐☐☐☐☐
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**Feed**

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☐☐☐☐☐ ☐☐☐☐☐
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## Experience

## Treasure

**Coins**

**Gems**

**Other valuables**

## Miscellaneous information (magical items, command words, small maps, etc.)

## Henchmen/Animal companions

| Name | AC | Race/Class | HD/Lvl | #AT | Atk. | Dmg/Effects | HP | Abilities/Notes |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |
| Background | | | | | | | | |
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| Background | | | | | | | | |
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